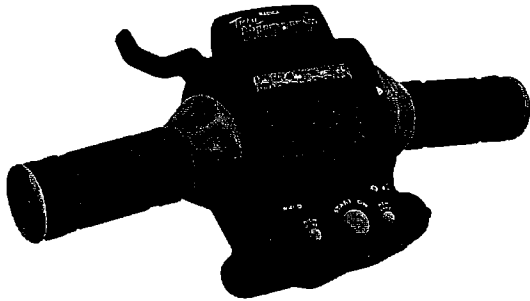


# TRAIL BURNER



MODEL 9801 • TRAIL BURNER™  
For 1 Player / Ages 8 and Up  
**INSTRUCTION MANUAL**

## GAME OBJECTIVE

The object of this game is to survive and try to win a series of mountain bike races. In each race along a dirt track, you will compete against ten computer riders. During a race, you must go around or jump over several kinds of obstacles, including: *Jumps, Water, Rabbits and other riders.* Failure to do so will force you to crash and lose valuable time.

You are awarded dollar prizes based on your final position in each race. If you can finish in the top three positions of each race, you will receive a bonus cash prize. Each race will increase in difficulty and frequency of obstacles.

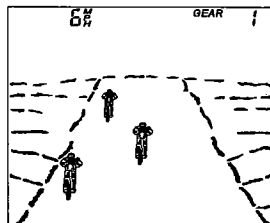
## STARTING A NEW GAME

Press **ON/START/PAUSE** to wake up the computer.  
Press **NEW GAME** to start a new game. You will start out in Race #1.  
Press **START** again to begin the countdown. You will hear a beeping sound and see a small set of lights counting down on the screen.

## CHANGING GEARS

When "GO!" flashes on the screen, you will begin to move forward. If you are in Gear 1, you will pick up speed the fastest.

You will be prompted when to shift gears by the computer. "Gear 1" or "Gear 2" or "Gear 3" will be shown in the upper-right corner of the screen when it's time to shift gears. If "Gear 1" is flashing, you will have the best results if you shift to gear #1.



Rotate the gear selector to change gears. Line up the gear number with the arrow next to the screen to shift to a particular gear.



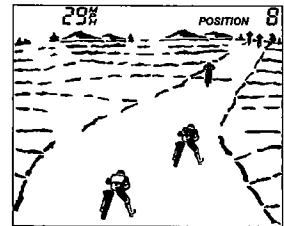
The speed ranges for each gear are as follows:

Gear	Speed Range
1	0 - 20 MPH
2	20 - 40 MPH
3	40 - 60 MPH

If you encounter a long steep hill, you will be prompted to down-shift. If you do not, gravity will eventually stop your forward motion. You must shift to 1st gear to continue the race.

## TURNING & CHANGING LANES

You can go around steer through curves or change lanes by tilting the game either right or left. To turn right, lower the right side of game. To turn left, lower the left side of game.



Turn Left



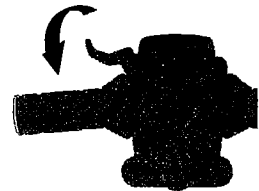
Turn Right



Use brake lever or downshift while turning to remain on the track through high speed turns (while you are in 3rd gear).

## BRAKING

Squeeze the brake lever with your left index finger to slow down or stop. The longer the lever is held the slower the rider will move until stopped.



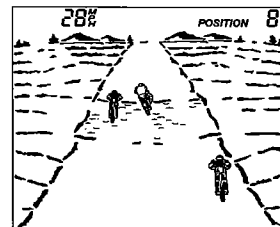
## JUMPING

You will need to jump at various times during a race. To jump, quickly roll the top of the game toward you. While you are airborne the horizon line will drop down momentarily and you will not hear the sound of bike tires against dirt until you hit the ground.

### Water

You have two options available when you approach water:

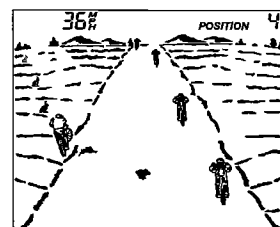
- 1) **brake** to slow down from your current speed and ride through the water.
- 2) **jump** at the correct time and speed to clear the water without landing in it.



If your speed is too slow when you jump, or if you jump too soon, you will crash into the water.

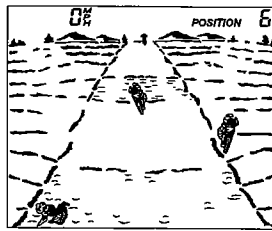
### Rabbit

The rabbit will randomly appear in different locations on a track. Try to go around or jump over the rabbit to avoid crashing.



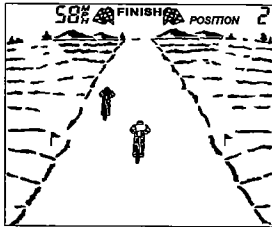
## AGGRESSIVE RACING

Both you and the computer riders will be able to turn into and cause each other to crash and/or lose position.



## FINISH A RACE

Flag markers on both sides track appear in distance at the end of the race. When you pass these flags, the race stops. Your final position is shown in the top-right corner of the screen.



## HIGH SCORE

Your highest score is stored in the computer's memory. You can view the high score by pressing the **HIGH SCORE** button. The high score consists of the highest track completed and most money won. If the reset button is pressed or the batteries are removed and replaced, the high score will reset to zero.

## DISPLAY INFORMATION

- |                       |   |                                                                  |
|-----------------------|---|------------------------------------------------------------------|
| 1) Prize Money Won    | — | Displayed after each race or when high score button is depressed |
| 2) Track              | — | Displays current track before race or highest track completed    |
| 3) Start Lights / GO! | — | Displayed during countdown before each race begins               |
| 4) Finish / Flags     | — | Flashes as player approaches and crosses finish line             |
| 5) Gear               | — | Displays prompt for player to change gears during race           |
| 6) Position           | — | Displays current status and finishing position                   |



## PROBLEMS

If this game malfunctions, press the "RESET" button. If additional problems occur, consult the following section for new battery installation.

## BATTERY INSTALLATION

1. To open the battery cover, loosen the screw on the battery compartment cover and slide the cover out.
2. Insert two (2) fresh AA (LR06) alkaline batteries with the negative ("-") ends against the springs.
3. Replace the battery compartment cover.

## CAUTION:

- As with all small batteries, the batteries included with this game should be kept away from small children who still put things in their mouths. If the battery is swallowed, promptly see a doctor.
- Be sure you insert the battery correctly and always follow the game and battery manufacturers' instructions.
- Battery may leak if improperly installed, or explode if recharged, disassembled or heated.

## MAINTENANCE

- Handle the game carefully.
- Store the game away from dusty or dirty areas.
- Keep the game away from moisture or temperature extremes.
- Do not disassemble the game. If a problem occurs, press the reset button. If problems continue, remove and replace the batteries – or try new batteries. If problems still continue, consult your warranty card for replacement instructions.
- Only batteries of the same or equivalent type as recommended are to be used.
- Do not mix old and new batteries.
- Do not mix alkaline, standard (carbon-zinc) or rechargeable (nickel-cadmium) batteries.
- Do not use rechargeable batteries.
- Do not attempt to recharge non-rechargeable batteries.
- Remove any exhausted batteries from the game.
- The supply terminals are not to be short-circuited.
- Batteries are to be inserted with the correct polarity

## ADULT SUPERVISION IS RECOMMENDED WHEN CHANGING BATTERIES.

**NOTE:** To open the battery compartment on the back of the game, remove cover, press down and slide the lid out. Insert the batteries with the negative (-) ends against the spring. The game uses 2 "AA" batteries.

Keep this manual because it contains important information.

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